

10052063.011602

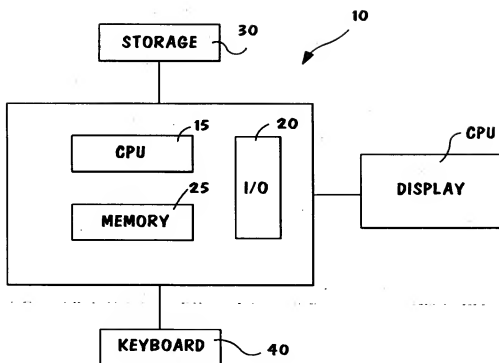


FIG. 1a

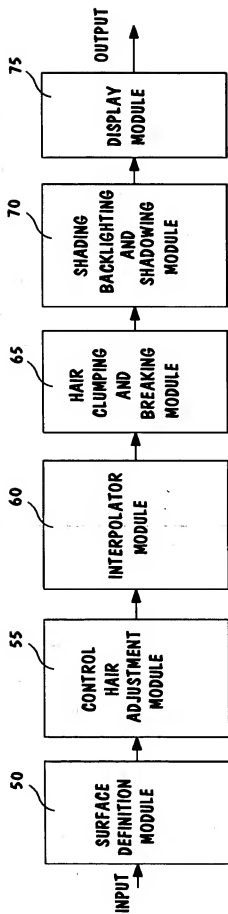


FIG. 1b

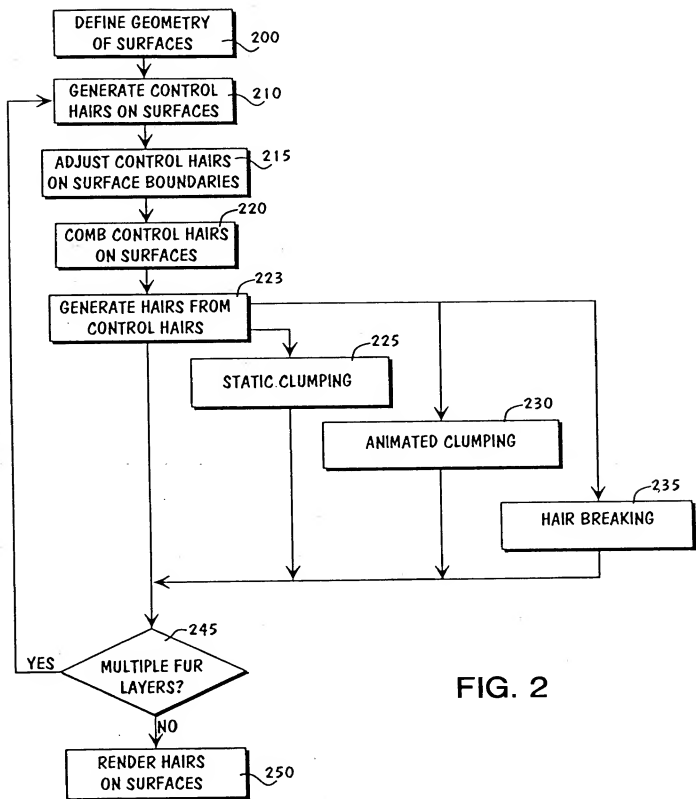


FIG. 2

10052068.011602

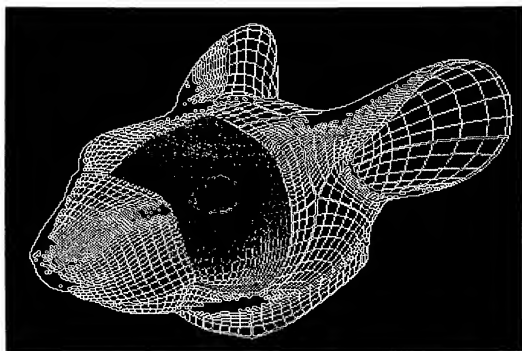


FIG. 3a

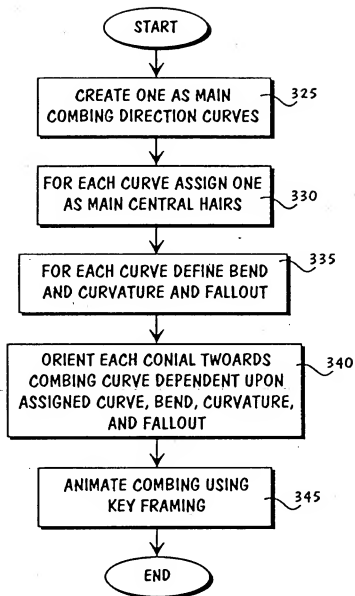


FIG. 3b

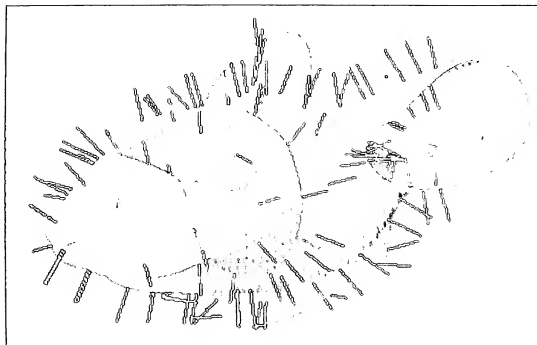


FIG. 3c

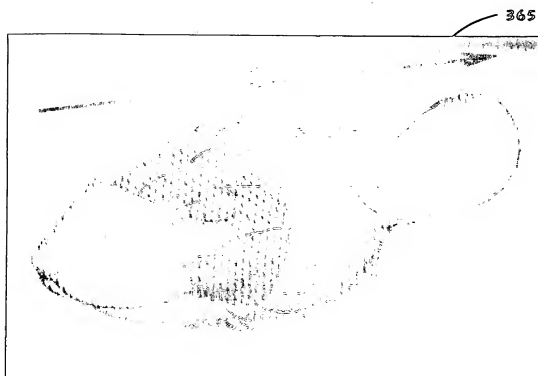


FIG. 3d

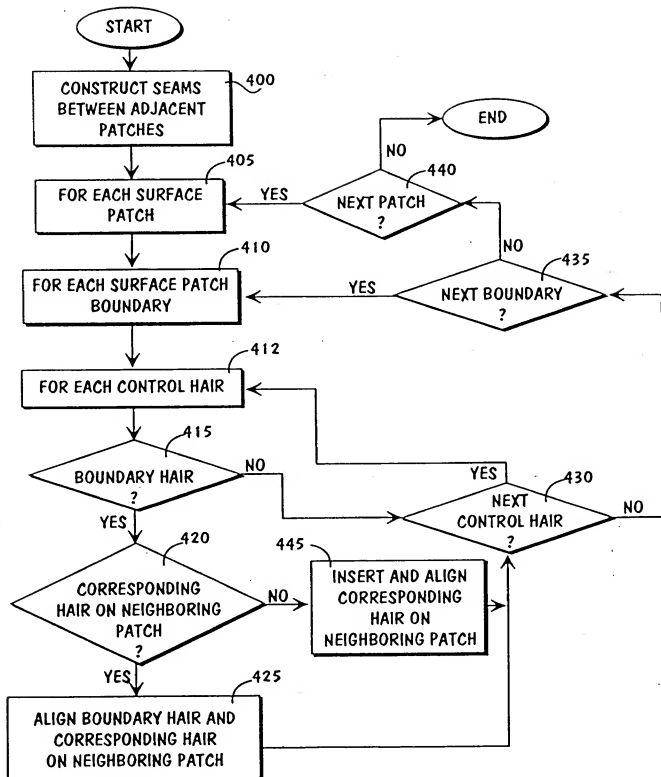
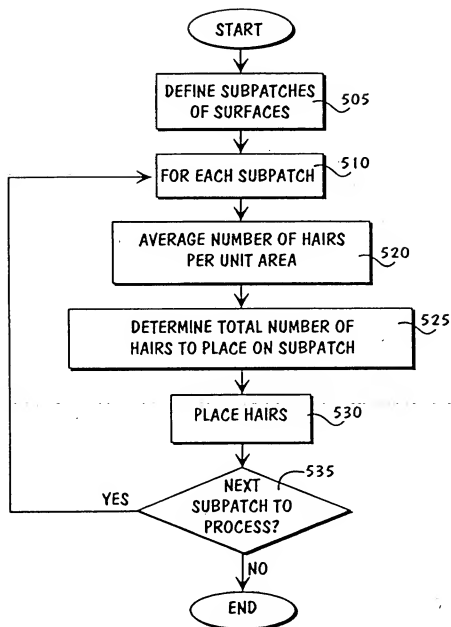


FIG. 4

**FIG. 5**

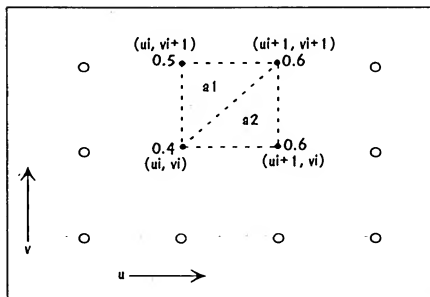


FIG. 6

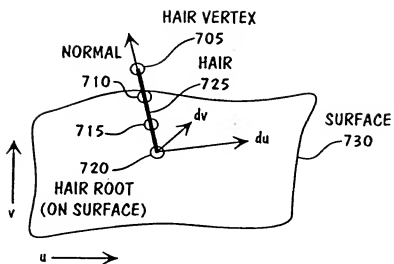


FIG. 7a

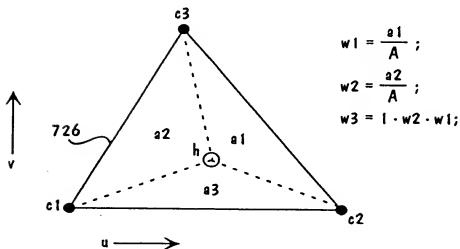


FIG. 7b

$$w1 = \frac{a1}{A};$$

$$w2 = \frac{a2}{A};$$

$$w3 = 1 - w2 - w1;$$

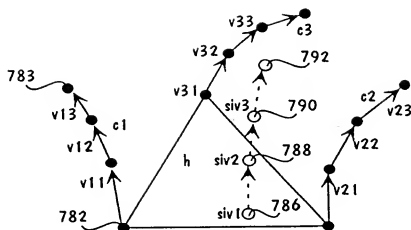


FIG. 7c

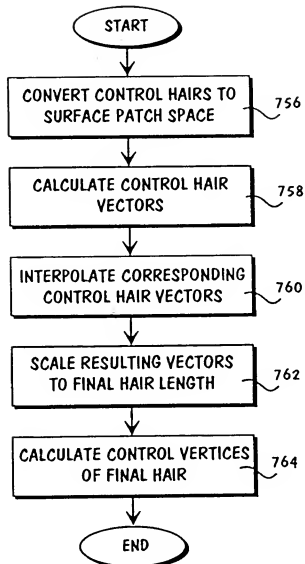


FIG. 7d

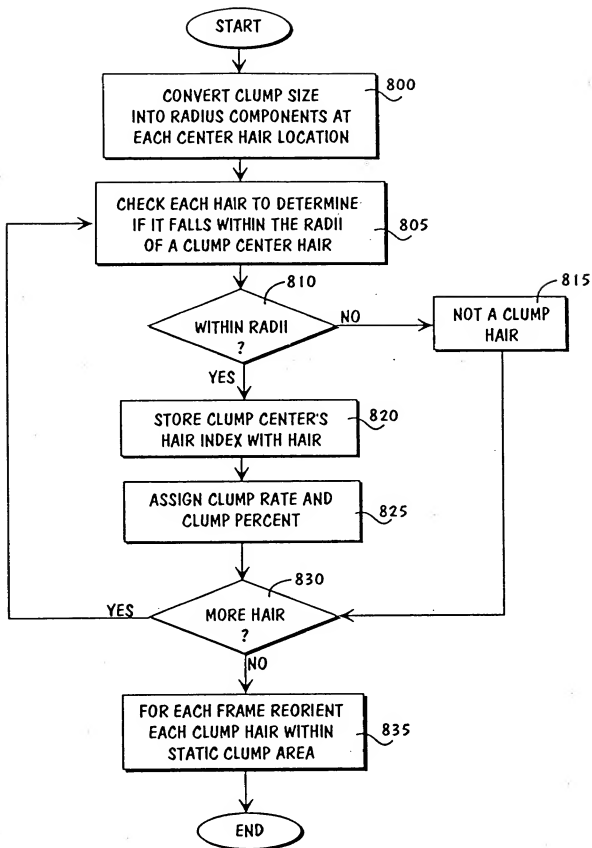


FIG. 8

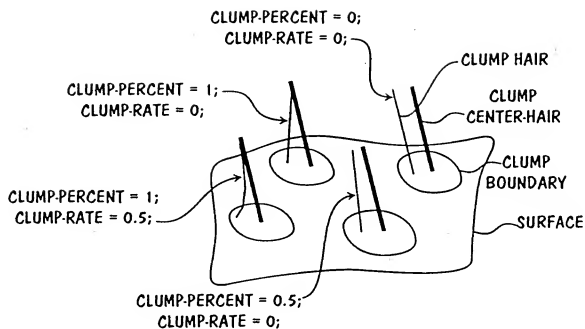


FIG. 9

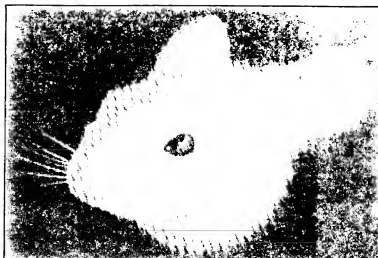


FIG. 10a

FIG. 10b

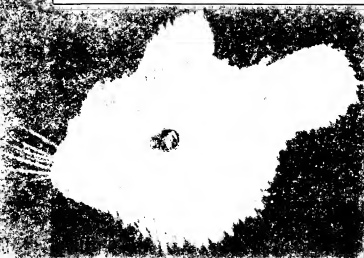
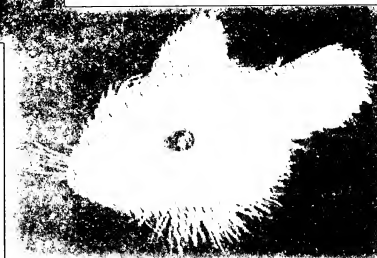


FIG. 10c

FIG. 10d



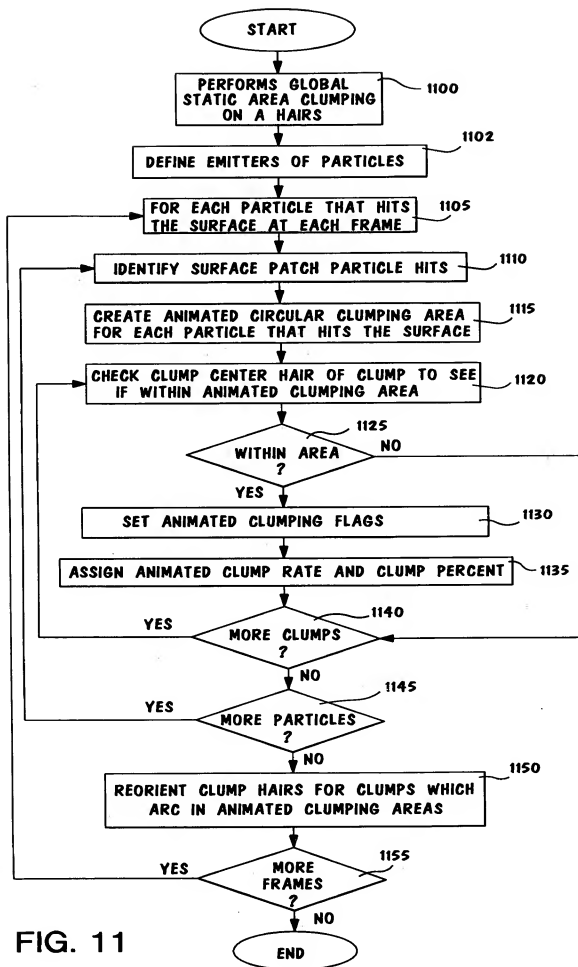


FIG. 11

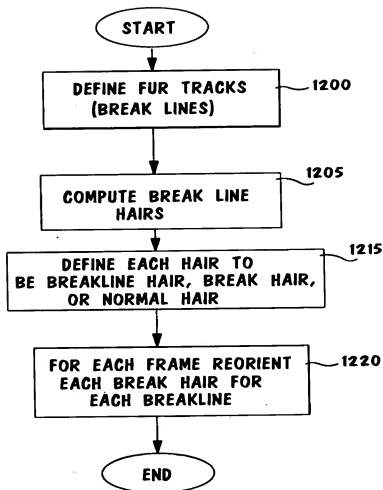
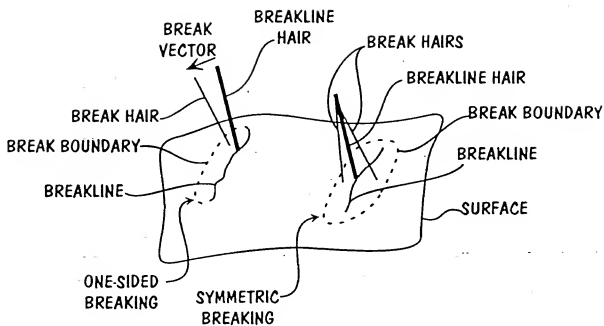


FIG. 12a

**FIG. 12b**

1252

1254

1250

FIG. 12c

FIG. 12d

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FIG. 12e



FIG. 12f



FIG. 13a



FIG. 13b



FIG. 13c

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START

FOR EACH HAIR

1400

MIX SURFACE NORMAL AT BASE
OF HAIR WITH THE NORMAL VECTOR
AT THE CURRENT POINT ON THE HAIR
TO OBTAIN SHADING NORMAL

1405

CALCULATE INTENSITY AT THE CURRENT
HAIR ON THE USING SHADING NORMAL

1410

SELECTIVELY SHORTEN HAIRS
FOR SHADOW MAPS

1415

FOR WET HAIR, FOR EACH LIGHT SOURCE,
DETERMINE WHICH SIDE OF THE CLUMP THE
HAIR IS ON WITH RESPECT TO THE
LIGHT'S POSITION AND LIGHTEN OR DARKEN

1420

END

FIG. 14